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Castle - Gammon

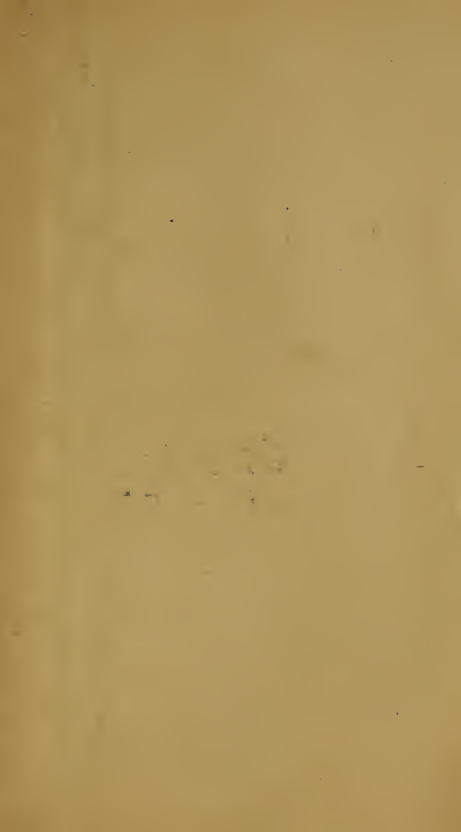


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Castle-Gammon.

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CASTLE-GAMMON.

CASTLE-GAMMON is a Game of recent invention, combining the moves and principles in Chess, and the moves and chances in Back-Gammon, and more fascinating than either. It can readily be learned by Chess and Gammon players, and those who do not understand either game will find it much easier to learn than Chess alone, and when familiar with the moves they will find it a great assistance in learning Chess. We do not claim that the game is equal to Chess, but still, there is the same opportunity to exercise skill and judgment in making the moves, subject to the chances as governed by the dice.

When familiar with the game, players will find it superior to any other, Chess alone excepted. Many object to Chess, as being a severe tax on the mind, both in playing and in the attempt to learn. In Castle-Gammon they will find a substitute which will afford them full as much pleasure, without the severe taxation of the mental faculties.

The game has been examined and played by good experienced chess players, and they

without exception pronounce it equal to all we claim. It is well adapted to gratify a desire for amusement in the better class of society. Can easily be learned by youths of both sexes, and will add greatly to the pleasures of the home circle, so much needed by all.

The time occupied in playing a game may be ten minutes, or one hour or more, as this depends on the throws of the dice, skill and judgment of the players.

No person can truly judge of the merits of the game by seeing one or five games played, and it is possible that as many games may be played without the King being driven from the Castle, or either Flag being captured.

There is a fascination in Castle-Gammon, so much so, that all who are fond of games are anxious to learn as soon as they have seen it.

For explanations, rules and hints, which are as explicit and brief as possible, see the following pages. To the "new scholar" it may seem a task to learn, but this is not the case, for as soon as the pieces are placed on the board, players will find assistance the same as with a diagram in scientific studies.

THE BOARD

on which this game is played, is sixteen inches square, each square being one inch in diameter, making 256 squares in all. The light or large center square composed of sixteen smaller squares is the CASTLE; the line round the Castle is the WALL, and all outside, the FIELD.

The MEN or PIECES are placed on the corner of the squares. Double corner at the right.

THE PAWNS

are the smallest pieces; each player having twelve, placed on the "King-row" in front of the figures from 1 to 6, corresponding with the dots on the dice, each Pawn taking the name from the line on which it is placed, 1st, 2d, &c., either before or any time during the game. The Dice designates which Pawns to move and the distance.

The next in height are

THE SENTINELS,

each player having two, placed on the line in front of letters S.

The next in height are

THE BISHOPS,

placed next the Sentinels in front of the two letters B.

The next in height is

THE QUEEN,

placed between the Bishops in front of letter Q.

THE KING,

the next tallest piece, is placed three squares or points, directly in front of the Queen.

THE FLAG

is placed one square in front of the King—the object of which is to assist the King in keeping out of check.

Each player has

THREE DICE;

two of the common kind, and one INITIAL DICE, (invented expressly for this game,) to designate the piece to move. On one side Q for Queen, B for Bishops; on two sides S for Sentinels, and on two sides P for Pawns. Doublets not counted as in Back-Gammon. No dice used for the King. The Flag-Staff is stationary till captured. When the pieces and Pawns are placed in position, each player throws the two dotted Dice, and the one who gets the highest number takes possession of the Castle, by placing his Flag in the center, and his King one point in the rear. His opponent then throws the Three Dice and begins

THE MOVES.

The Pawns move in a straight line forward, as in Chess, and can capture any opposing Pawn at the end of the move designated by the Dice—for instance—the Dice gives 3—5, if there is a Pawn on either or both points given they can be taken. No Pawns can take a piece,* placed on the same line. Pawns can take Pawns or any piece on the *next* line by moving one SQUARE ONLY *and diagonally*.

No Pawn can enter the Sentinel's line, as this would prevent its reaching the King Row, as no Pawn is allowed on the Castle Wall. Pawns can

—*King, Queen, Sentinels and Bishops are called Pieces, same as in Chess.

check the King when he is in the Field—they can be captured by the King or any other piece. When a Pawn reaches the King Row it must remain there, (unless captured) till it can be exchanged for a captured piece—same as in Chess. No exchange can be made between the throw of the Dice and a move. A captured Pawn cannot be replaced on the board, during the game.

At the *first* call for Pawns, the move must be made by two in order to bring them out sooner in the Field, but subsequent moves can be made by one or two Pawns as the player may choose, the same as in Back-Gammon.

If there is no Pawn on the line given by the Dice, no move can be made, as also in Back-Gammon. All moves by Pawns or pieces are *imperative*, if possible, no matter how much risk is incurred or detriment to the player.

We will introduce another rule for moving the Pawns, which some players might prefer; as it gives more freedom in playing, but all pieces would stand a greater risk of being captured, and more caution should be used in playing them. The Rule :

After the first two Pawns are moved, the player can make the Pawn-move with one or two Pawns without any regard to the line on which they stand. For instance—the Dice gives “Pawn 2—5,” the move can be made by the 1st—3d, or any other Pawn the player may choose.

We leave the two rules optional with players, and think experience will prove the first to be the best, though more moves may be lost than by the second.

Generally no more moves will be lost in Castle-Gammon than in Back-Gammon.

THE SENTINELS move the same as Castles in Chess; in a straight line forward, backward, right and left, on any part of the Field or Castle Wall, but not inside the Castle. All of the above moves can be made with one or both Sentinels as the player may choose. As the inventor found it inconvenient to introduce "the Knight" as in Chess, he gives the Sentinel the privilege of making the two moves indicated by the Dice at right angles, (with one Sentinel as a matter of course) thus: ♞ forward and to the right, or any way the right angle can be made, but there can be no intervening pieces or Pawns on the lines, as is the case in the Knight's move in Chess. The Sentinels when on the Wall cannot be captured by any piece from the outside, but can be captured by the King or Queen, when either are in the Castle.

The moves of THE BISHOPS are the same as Bishops in Chess, diagonally, with one or both. Owing to the Castle being in the center of the Field, this peculiar move was found to be somewhat limited, consequently the inventor gives the "right angle" move to the Bishop also, but always on the diagonal line, with no intervening piece or Pawn. The Bishop cannot be placed on the Castle Wall, except on either of the four corners, subject to the same rules in regard to its own protection and liability to be captured, as the Sentinel.

The moves of THE QUEEN are almost unlimited, same as in Chess—and for both Dice. It can move in a straight line forward, backward, right and left,

at right angles, same as the Sentinel, or diagonally same as Bishops. It can make the diagonal moves at right angle also. The Queen is the only piece that can enter the Castle, and this only, to capture the Flag—which is placed in the center of the Castle—for instance—If the throw is “Queen 6—1,” and at six points from the Flag, the Queen takes the Flag, places herself in the center of the Castle, and then moves one point—then the player places his own Flag in the center of the Castle, and his King on the first point behind it, same as his opponent at the commencement of the game—the Queen to remain in the Castle, till the Dice designates her removal. The Flag now in the Castle is liable to be captured same as the first. If the Queen cannot move after she has been placed in the Flag’s position, the player must wait till the Dice order her removal, before he can place his Flag and King in the Castle. The Queen while on the Castle Wall cannot be captured by any piece outside.

THE KING moves only one point at a time, and this only when placed in check, same as in Chess. He cannot place himself in check or cross a check. He can be driven outside of the Castle Wall, into the Field, and can be checked same as in the Castle. He cannot be placed in the Castle again or on the Wall unless his own Queen captures his opponent’s Flag, and then both Flag and King must be reinstated same as at the commencement of the game, if by so doing he is not in check. If so, he can take any position the player chooses in the Castle. The King can capture any of his opponent’s pieces or Pawns in the Field, or his Flag in field or Castle.

Both Kings may chance to be in the Castle at the same time, and a King who has lost his Flag may be reinstated without leaving the Castle, but neither will often occur. We will report a case :

“The White Queen captured the Black King’s Flag and moved out of the Castle as the Dice designated ; then the player placed the White Flag in the center of the Castle, and his King on the first point in the rear—here the White Flag was between both Kings, and at equal distance from each. Before the Black King had been checked and compelled to move, the Black Queen captured the White Flag, and put the White King in check ; then placed the Black Flag in position, leaving the King on the first point in the rear, as before. The White King had to retire out of check and was soon driven out of the Castle.”

Such plays as this make the game exciting and intensely interesting.

When the King is in check and cannot get out of check, the game is ended.

When a player finds it impossible, by loss of pieces to give the final check to his opponent’s King he must give up the siege, and acknowledge a defeat. When both players find by loss of pieces that neither can give the final check to the King, it is a draw game.

HINTS TO PLAYERS.

Each player should aim to carry one or more Pawns into the King Row as soon as there is a chance ; to be prepared for an exchange, as any piece is liable to be captured in the first stage of the game.

Avoid as much as possible placing a piece in front of your own Pawns, for by so doing you may lose a move—but place them as much as you can in front of your opponent's Pawns. When a chance is given, place a Pawn within one move of your opponent's pieces in the next line, as this may give you a chance to capture the piece before he can remove it.

Always bear in mind that there is not the *certainty* of capture as in Chess, but a *chance*, and a Pawn or piece may remain in danger some time before it can be taken.

A player may be justified in some cases, to make a bold, risky move—for instance, if there is a chance, move your Sentinel to your opponent's King Row, and capture his Sentinel—here you get one of his best pieces, and stand the risk of losing no better piece, while you may at the next throw take his Queen.

Keep as many of your Pawns at home as long as you can, if you can make the moves with those advanced, for in the latter stage of the game you may have large numbers on the Dice and might loose all or a part of the move. Aim to capture any of your opponent's Pawns, as soon as a chance is offered, as this lessens his chance to make exchanges. Pawns should support Pawns if they can, though liable to a removal the next throw of the Dice. Keep a constant watch on all pieces and for chances.

Place one or both Sentinels on the Castle Wall as soon as you can, for it is the safest place on the board, and prevents your opponent passing his Sentinel on this line towards your own King Row, while

it gives you a fine chance for future moves. Avoid as much as possible placing a piece near your own King, in such a position that your opponent might soon place a piece bearing on this, which you could not remove if you had a chance, as it would leave your King in check.

Keep an eye on the King in nearly all moves, for there is much excitement and interest in the game, and players will be apt to leave their own King in check or even check their opponent's King unawares, unless they are vigilant. Be watchful for a chance to place a Bishop on the corner of the Castle—for he is comparatively safe; and in this position he has a better chance to move than in any other on the board. Recollect the moves of the Bishop are more limited than any other piece, consequently place him in the best position possible. Better lose a Bishop than a Sentinel or even a Pawn, if the Pawn has a clear chance for the King Row. Watch for a chance to place your Queen in position to bear on your opponent's Flag in Castle, for the next throw for Queen may give you a chance to take it, as this weakens the King, by being more exposed to checks. Drive the King out of the Castle if you can, for he has less protection in the Field. When your own King has been driven out, keep if possible two squares or more from the Castle Wall, as by so doing he has a better chance to escape his final check. Keep your King as near your opponent's pieces or Pawns when he is being checked, as this may enable you to make a capture with it in the next move to get out of check, at the same time your opponent should prevent this move if possible.

When you have placed a Pawn in the King Row, and have lost only a Bishop, it may be well to wait a few moves before you exchange, for you may lose a Sentinel or Queen, and then you can exchange for a better piece. Bishops are of more value in the latter part of the game than in the first, as there will be more room to execute this move.

As the squares and moves are more numerous than on the Chess-board, it may seem difficult to to make or trace the moves; but players will soon get accustomed to rapid moves by following this rule:

From the first attempt to learn, trace all moves by the eye, and not by placing your finger from point to point, for you might misplace some of the pieces. Practice will soon bring freedom and ease in moving.

Any queries in regard to rules, points or conditions of the game, arising between players, which they do not understand, will be cheerfully answered by the publishers, if accompanied with a 3 cent postage stamp.

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